

# Laureline Chiapello

Université de Montréal

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Permanent resident of Canada • French Citizen

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## EDUCATION

**Ph.D. in Environmental Design - Game Design** 2012-Present

Faculty of Environmental Design, Université de Montréal, Canada  
Dissertation title: "Creativity in the video game design process:  
a pragmatist approach"

**Master (M.A.Sc.) in Design and Complexity** 2010-2012

Faculty of Environmental Design, Université de Montréal, Canada  
Thesis title: "Casual games: A definition based on game designers  
professional knowledge"  
Dean's Honour List

**Graduate Certificate in Game Design - Ubisoft Campus** 2009-2010

School of Industrial Design, Université de Montréal, Canada  
Dean's Honour List

**Diploma in computer studies** 2007-2008

Supinfo, Grenoble, France  
Programming, web development, networks, and systems.

**B.A. in Cinema** 2005-2009

European Cinema School (IECA), Nancy, France  
& University Pantheon-Sorbonne, Paris, France  
Directing, Writing and Editing  
With Honours

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## RESEARCH

### Refereed Journal articles

Chiapello, L. (2015). *L'Apport des théories du design aux game studies : nouvelles perspectives en design de jeux vidéo. (A design theory contribution to game studies) Canadian Art Review*. Special themed issue Design Studies in Canada (and beyond): the State of the Field. Printed and online, abstract in English:

[http://www.uaac-aauc.com/sites/default/files/40\\_2\\_Chiapello.pdf](http://www.uaac-aauc.com/sites/default/files/40_2_Chiapello.pdf)

Chiapello, L. (2015). *Le designer de jeux vidéo comme agent d'évolution à l'ère du jeu casual (The video game designer as an agent of change in the casual game area). Sciences du jeu (4)*, online, abstract in English: <https://sdj.revues.org/474>

### Book Chapters

Chiapello, L. (accepted, forthcoming 2017). Epistemological Underpinnings in Game Design Research. In P. Lankoski & J. Holopainen (Eds.), *Game Design Research Collected Edition*.

Chiapello, L. (2016). Casual gaming: The changing role of the designer. In M. Willson & T. Leaver (Eds.), *Social, Casual, Mobile: Changing Games*: Bloomsbury Press.  
<http://www.bloomsbury.com/uk/social-casual-and-mobile-games-9781501310584/>

### Conference Proceedings

Chiapello, L. (2017, 12-14 April). *A case of values conflict in the video game design field. A critique of Schön's appreciative system*. Paper presented at the 12th EAD Conference: Design for Next, Rome, Italy.

Chiapello, L. (2016). From "spectator knowledge" to "pragmatic knowledge": how a philosophical understanding of knowledge can help create better video game tutorials. Paper presented at the The Philosophy of Computer Games Conference: Knowledge, Valletta, Malta.

Beck, J., & Chiapello, L. (2016). Schön's Legacy: Examining Contemporary Citation Practices in Design Research Society Publications. Paper presented at the Design Research Society Conference 2016, Brighton, England.

Chiapello, L. (2015). Creativity in the video game industry: Using Schön's constants to understand frame creation. Paper presented at the European Academy of Design 11, Paris, France.

Chiapello, L. (2014). A Model of Game Design Activity: New Perspectives on Creativity and Innovation. Paper presented at the CHI PLAY (Computer-Human Interaction in Play) 2014, Toronto, ON.

Chiapello, L. (2013). Formalizing casual games: A study based on game designers' professional knowledge. Paper presented at the Digital Research Association 2013 Conference: DeFragging Game Studies, Atlanta, GA.

Chiapello, L. (2012). Utiliser les travaux de Donald Schön pour étudier les jeux vidéo : exemple de la définition du *casual game*. Paper presented at the Second Conference on Environmental Design Studies of Université de Montréal Faculty of Environmental Design, Montréal, QC.

## Conference Talks

Chiapello, L. (2016). Game design theories: from game studies to design studies. Central and Eastern European Game Studies Conference: Ludic Rhizomes, Lublin, Poland.

Chiapello, L. (2014). The evolution of the game designer's role: Emerging challenges in the casual gaming era. Game History Annual Symposium, Montreal, QC.

Chiapello, L. (2013). Casual Games: Evolution of the Designer's Role. 'Social, Casual, Mobile: Changing Games' Australia and New Zealand Communication Association 2013 PreConference, Perth, Australia.

Chiapello, L. (2013). Innovation and design: using Actor-Network Theory to study video game design. . Australian Research Council Centre of Excellence for Creative Industries and Innovation Winter School Paper Jam, Brisbane, Australia.

Chiapello, L. (2012). Casual games definition and the professional knowledge of game designers. ACFAS (Francophone Association for Knowledge Diffusion), Montreal, QC.

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## GRANTS

### **Ph.D. Comprehensive Exam Scholarship 2016**

Higher Education Department & Faculty of Environmental Design  
Université de Montréal, Canada.  
\$ 6 000 CAD

### **Fonds de Recherche du Québec: Ph.D. Research Scholarship 2015-2016**

Quebec Research in Humanities Funds, Quebec, Canada  
\$ 45 000 CAD

### **Research Scholarship 2014 for attending CHI PLAY Doctoral Consortium**

Toronto, Canada  
Faculty of Environmental Design, Université de Montréal, Canada

### **Research Scholarship 2013 for attending CCI doctoral school**

Australian Research Council Centre of Excellence for Creative Industries and Innovation  
in Brisbane, Australia  
Faculty of Environmental Design, Université de Montréal, Canada

### **Ph.D. Admission Scholarship 2011-2012**

Higher Education Department & Faculty of Environmental Design  
Université de Montréal, Canada

### **Master's programs Writing Scholarship 2011-2012**

Higher Education Department & Faculty of Environmental Design  
Université de Montréal, Canada

### **Master's programs Admission Scholarship 2011-2012**

Higher Education Department & Faculty of Environmental Design  
Université de Montréal, Canada

## AWARDS

### **3 minutes thesis competition in design - First Prize**

Understanding game designers' creativity through pragmatist philosophy.  
Les Ateliers de la recherche en Design (Francophone Design Research Workshops)  
Conference 2015, Montreal, Canada.

### **Ivanhoé Cambridge Observatory of urban and real-estate development Prize for Best Presentation**

Problem setting and creative game design  
Perspectives 360° conference, 2015, Faculty of Environmental Design,  
Université de Montréal, Canada.

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## TEACHING

### **Lecturer for Advanced Game Design** • winter 2017

Centre NAD, Université du Québec à Chicoutimi, Montréal, Canada.  
NAND 242 - Undergraduate interdisciplinary programme (3D artists, VFX artists, level designers). The course focuses on recent game design research developments and aim at making the students reflective practitioners.

### **Lecturer for Storytelling in Video Games** • fall 2013 and 2015

Université du Québec en Abitibi-Témiscamingue, Montréal, Canada.  
ART1702-Undergraduate interdisciplinary programme (3D artists, VFX artists, game designers). The course focuses on storytelling, scriptwriting, and directing. Final project with Twine.

### **Lecturer for Gameplay and Usability** • winter 2013, 2014, 2015, 2016, 2017

Université du Québec en Abitibi-Témiscamingue, Montréal, Canada.  
DJV1201-Undergraduate interdisciplinary programme (3D artists, VFX artists, game designers). The course focuses on semiotics, usability and meaningful design. Final project with Adventure Game studio.

### **Lecturer for Video Game Prototyping** • fall 2012

Université de Montréal, Canada.  
DEJ 6007- Graduate programme in game design. The course (classroom and workshops components) focused on programming for rapid prototyping. We explored how to test design ideas on the go with Gamesalad and Stencyl.

### **Teaching Assistant in Game Design Workshop** • fall 2012

Université de Montréal, Canada.  
DEJ 6001- Graduate programme in game design. I was responsible for helping students create board games and card games.

### **Teaching Assistant in Video Game Prototyping** • fall 2011

Université de Montréal, Canada.  
DEJ 6007- Graduate programme in game design. I was responsible for helping students learn new software (Adventure Game Studio, Blender).

**Teaching Assistant in Multimedia** • fall 2011

Université de Montréal, Canada.

DIN 3131- Undergraduate programme in industrial design. I was responsible for teaching (lectures about Internet and the Web), helping students design a website with *Joomla* (workshop component), and corrections.

**MENTORING**

**Master student in Game Design** • 2015- 2017

Université du Québec en Abitibi-Témiscamingue, Montréal, Canada

Member of Tanya Grenier's Master thesis committee.

Thesis on video game accessibility for colorblind people.

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**INVITED TALKS** **Out of department**

**The Epistemology of Practice.** Master in Fine Arts, NAD Center - Montreal, Université du Québec à Chicoutimi, October 6, 2016.

Invited by Professor Dave Hawey.

**Schön's reflective practice.** Creation and New Medias Department, Université du Québec en Abitibi-Témiscamingue, February 8, 2016.

Invited by Professor Danny Godin.

**The Epistemology of Practice.** Master in Fine Arts, NAD Center - Montreal, Université du Québec à Chicoutimi, November 5, 2015.

Invited by Professor Dave Hawey.

**Studying video games from a design perspective.** Master in Communication, Université du Québec à Montréal, November 13 2014

Invited by Professor Maude Bonenfant.

**In department**

**Research protocol.** Master in Design and Complexity, Faculty of Environmental Design, Université de Montréal, February 15, 2017.

Invited by Professor Anne Marchand.

**Pragmatism & Design models.** Master in Design and Complexity, Faculty of Environmental Design, Université de Montréal, February 23, 2016.

Invited by Professor Rabah Bousbaci.

**Collaborative research with practitioners.** Master in Design and Complexity, Faculty of Environmental Design, Université de Montréal, February 10, 2016.

Invited by Professor Anne Marchand.

**Ph.D. research problems.** Master in Design and Complexity, Faculty of Environmental Design, Université de Montréal, Canada, November 20 2014

Invited by Professor Philippe Gauthier.

## GAME

### Research

## DEVELOPMENT

**MONTREAL PUBLIC LIBRARIES** • January to Mars 2014

Researcher/Game designer

Design ∩ society research group & Montreal public libraries Co-design workshop, Pierrefonds, QC.

Responsible for a co-design workshop with six participants (a librarian, a game designer, a social scientist, an art curator, and a responsible for innovation of Montreal city council). We pitched several smartphones mini-game ideas using augmented reality to engage users in the discovery of the new library.

<http://tinyurl.com/jizhejb>

### Industry

<http://www.laurelinechiapello.com/game.html#industry>

**OUAT ENTERTAINMENT** • May to August 2009, Angoulême, France

Junior game designer in casual gaming

Brainstorming, game ideation, game design, scenario planning, playtesting.

**Miss Teri Tale franchise** (Adventure/Hidden Objects Game - PC)

<http://www.ouat-e.com/en/games/miss-teri-tale/danger-next-door>

**Eden's Quest : the Hunt for Akua** (Adventure/Puzzle game - PC)

<http://www.ouat-e.com/en/games/edens-quest>

### Teaching demos

<http://www.laurelinechiapello.com/game.html#teaching>

## PROTOTYPES FOR UNIVERSITY COURSES

**Et si Mulan était un homme (What if Mulan was a man?)** • 2015

A Twine game about gender representations - Storytelling course at Université du Québec en Abitibi-Témiscamingue.

**Tower Defense** • 2012

Stencyl teaching demo - Prototyping course at Université de Montréal

<http://www.laurelinechiapello.com/>

## VIDEO GAME EXTRACURRICULAR ACTIVITY • 2011-2012

Collège français de Longueuil, Canada

Extracurricular activity to help prevent school-drop out. Creation of iPhone games with teens aged 12-16.

Game design, programming with *Game Salad*, art using Photoshop & Illustrator

**Ninja Training** (Skill based game-PC)

**Cubi** (Platformer, level design by the pupils-iPhone)

### Other

<http://www.laurelinechiapello.com/game.html#forfun>

**INDEPENDENT PROJECT** • summer 2010

**Oto: The Forest of sounds** (Sound puzzle game-PC)

Synesthetic Flash game to train your ears  
Game design, art with *Illustrator*, *Flash* integration.

**DIPLOMA PROJECT** • winter 2010

*Graduate certificate in Game Design*

***Tiny Tumn*** (Adventure game-PC)

An adventure game without text or dialogue, inspired by *Samorost*

Game design, Scripting in *Adventure Game Studio*, artistic direction.

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**PROFESSIONAL  
EXPERIENCE**

**AAPQ (Quebec Landscape Architect Association)** • April 2014

**Professional Journal Contributor**

Chiapello, L. (2015). Incursion en territoire inconnu : l'architecture de paysage... de jeux vidéo. *Revue Paysages*, Association des Architectes Paysagistes du Québec. L'horizon temporel du paysage spécial 50e : 56-57.

**CUSTOM'EVENT** • July to October 2008, Vienne, France

**Web developer**

Back-end management website (HTML/PHP/JS) and front-end interface (HTML/CSS)

**STUDIO TOTAL PROFESSIONAL RECORD-MDV FILM** • July 2006, Bucharest, Romania

**Assistant Editor**

*Ingerul necessary (An angel Hooked on me)* from Gheorghes Preda,

*Dincolo de America (Beyond America)* from Theodor Barna.

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**SERVICE**

**REVIEWER** • spring 2015

**CHI Play 2015 Reviewer**

CHI Play is the ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play.

**CONFERENCE ORGANISATION** • 2012-2013

**Academic Affairs Manager of the Graduate Student Association**

**Third Conference on Environmental Design Studies of Université de Montréal Faculty of Environmental Design**

<http://acsaudem.blogspot.ca/2013/03/invitation-3e-colloque-de-la-recherche.html>

As the Academic Affairs Manager of the Graduate Student Association my main mission was to organize the department-wide conference (call for proposals, jury recruitment, schedule, etc.).

**REFEREE AND TEACHER of a VIDEO GAME EXTRACURRICULAR ACTIVITY** • 2011-2012

**Collège français de Longueuil, Canada**

Creation of an extracurricular activity about video game design to help prevent school-drop out. Setting learning goals, organizing and presenting a curriculum proposal to the school administration. Animating the weekly activity (4 hours per week) with teens aged 12-16.

Preparing another curriculum for a regular course in video games for first grade students.

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REFERENCES

**Rabah BOUSBACI, Ph.D., Professor**

**School of industrial Design**

Pavillon de la Faculté de l'aménagement

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**Jonathan LESSARD, Ph.D., Assistant Professor**

**Design and Computation Arts**

Engineering, Computer Science and Visual Arts Integrated Complex

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**Danny GODIN, M.A.Sc., Professor**

**UER en création et nouveaux médias**

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